



KONAMI[®]

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KONAMI[®]

BATMAN[™]
RETURNS
INSTRUCTION MANUAL

NES-BX-USA



EmuMovies

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Warning: Do not use your home or apartment television TV

Do not use a front or rear projection television with your Nintendo Entertainment System[®] (NES[™]) and NES games. Your projection television may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold for games. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other food or special images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



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Welcome to the *Batman[™] Returns* game for the Nintendo Entertainment System. Based on the blockbuster motion picture, this action-packed game from Konami will have you defending Gotham City from The Penguin and Catwoman as only Batman can! But before you do, we suggest you read this manual thoroughly to acquaint yourself with the game.

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THE FESTIVITIES BEGIN...

At one time Gotham City lay covered with a shroud of fear. Crime filled every nook and cranny of the city as gang bosses grew fat and powerful. The ultimate leader was **The Joker**. The green-haired madman with the killer smile took over as no Mafia don ever had. Nothing stood between him and total control over Gotham City—except **Batman**.

The arrival of the **Batman** sparked a renaissance in Gotham City. As the citizens reclaimed the city, the **Dark Knight** served as her ever-vigilante protector.

Now, the city is preparing to celebrate the Christmas holiday. The annual tree lighting ceremony is set to take place in **Gotham Plaza**, with the lovely **Ice Princess** prepared to flip the switch after the Mayor gives his traditional speech.

The Mayor wants to keep the tone positive. He knows **Gotham City** is in unrest lately. There have been a constant stream of reports filtering in from **Police Commissioner Gordon's** office of high crime in the inner city.



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COMPLIANCE WITH FCC

PREPARING TO PLAY

- Insert the game pak into the NES™ and press the **POWER** button.
- At the title screen, press the **START** button. This will take you to the Select screen.
- Press the control pad up or down to select *Start* or *Continue*. Press the **A** button to enter your selection. (Select *Start* to begin the game. Select *Continue* to go to the password entry screen.)



PASSWORD ENTRY SCREEN

When the game ends, a password is displayed. Write down the password to *Continue* play at a later time.

- Press up & down on the control pad to select letters. Press right on the control pad to move to the next letter.

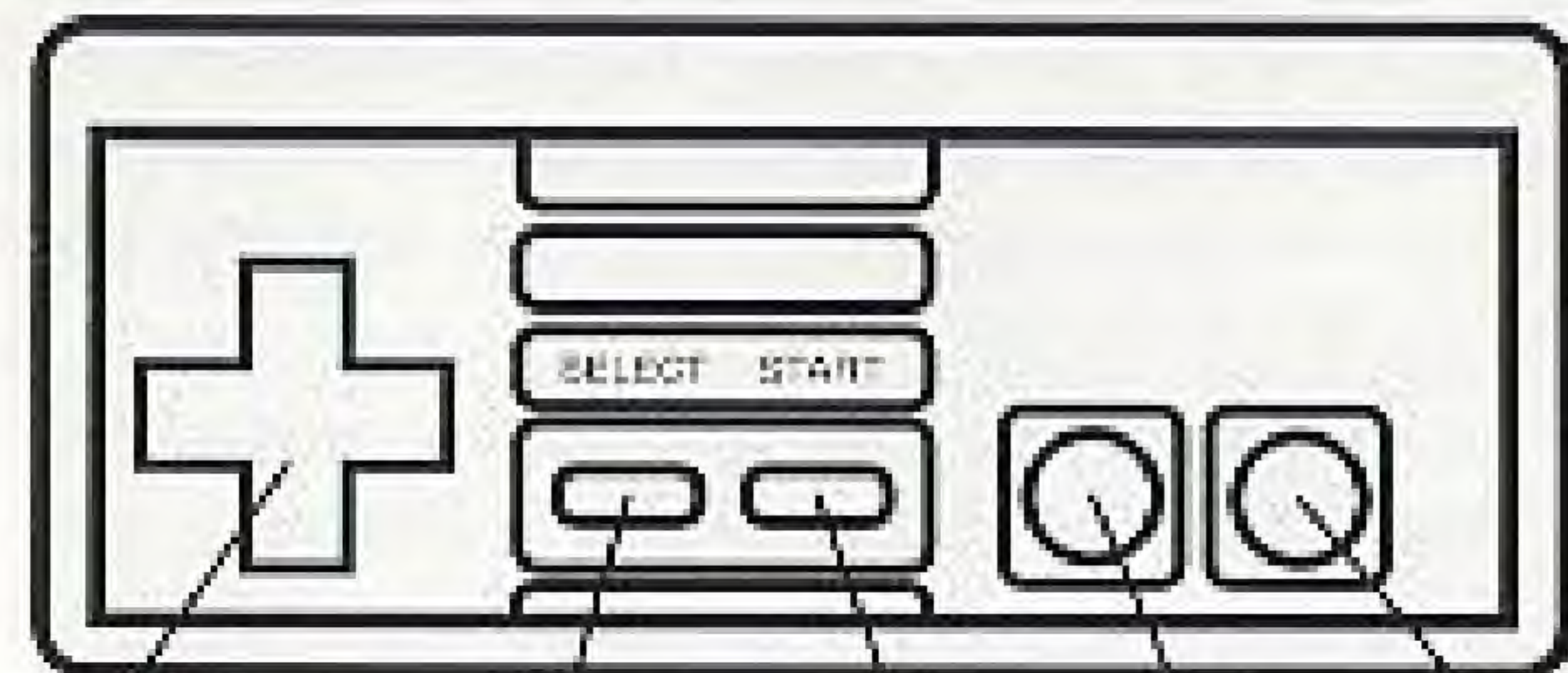
Enter the correct password and you can start playing from the beginning of the last section you were at when the game ended. You cannot return to the start of a Boss section.

HOW TO PLAY

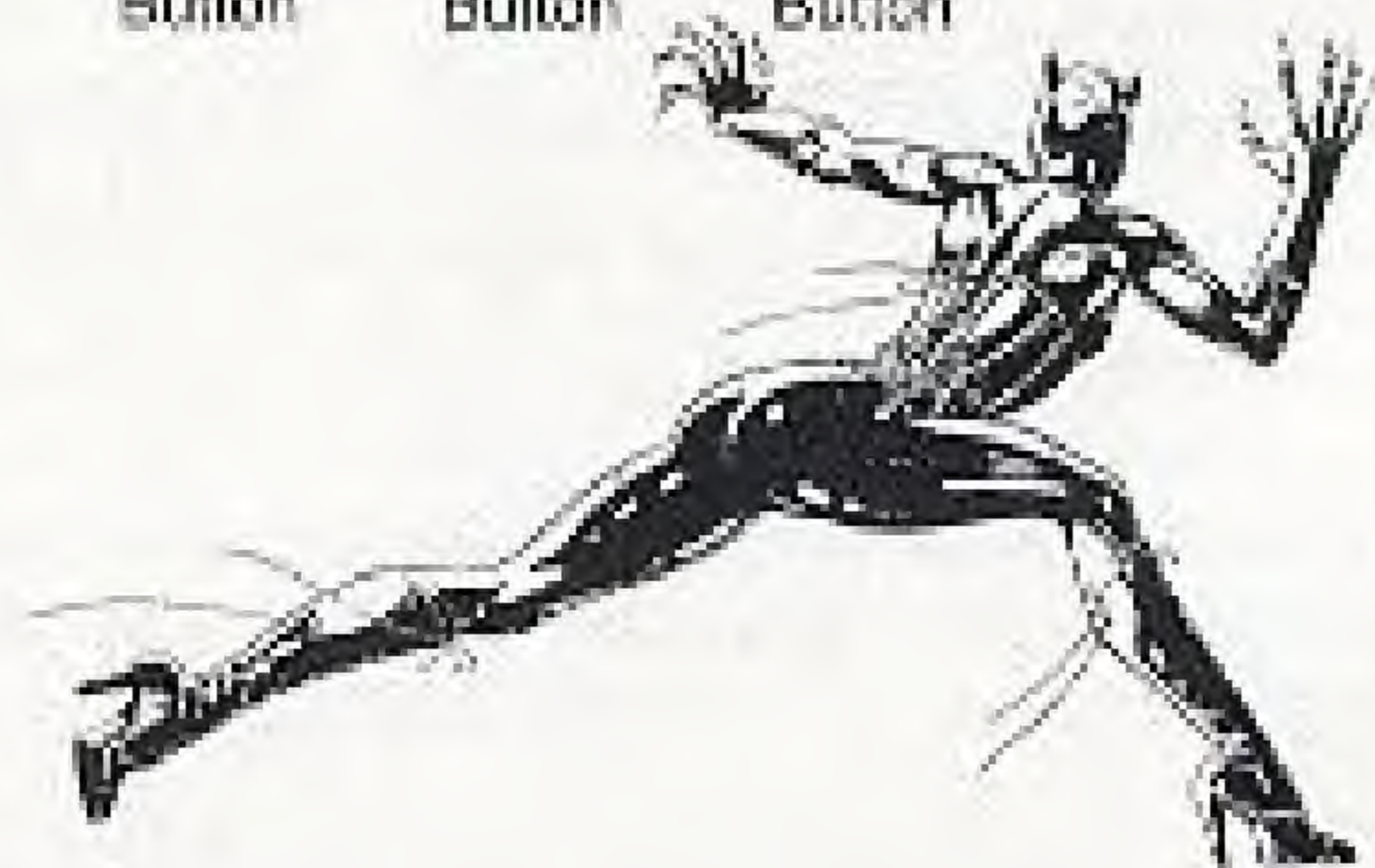
Batman™ Returns is a one player game. There are a total of six stages, with each stage broken into sections. You will control **Batman**, the **Batmobile** and the **Batskiboat** to defeat the enemies of **Gotham City**. At the end of each stage, you must defeat a boss character to advance to the next stage.

- Each time **Batman** incurs damage, his life bar decreases. When all the sections of the life bar are gone, the game is over.
- During the game, you can discover hidden power-up items that boost **Batman's** life bar and give him other items, such as extra **Batarangs**.
- For every 10,000 points scored, the life bar is completely restored.
- The game has a unique experience value system:
 - Experience value rises by beating enemies and using **CONTINUE**.
 - A higher experience value gives more life units when using **CONTINUE**, making it easier to advance through the game. Your point score and the ending of the game are adversely affected by a high experience total, though, so you should *work for lower experience totals*.

CONTROLLING THE DARK KNIGHT



Control Pad Select Button Start Button B Button A Button



- Control Pad Move left, right, up, down
- Select button Switch items. (Can't be done in some sections)
- Start button Pause during play
- A button Jump. (Shoot disks from **Batmobile**.) Press B during jump to do a jump kick.
- B button Punch. (Fires machine guns from **Batmobile**.)
- Control pad down + A Sliding kick (to attack enemy's feet)
- Control pad down + B Guard (to defend against enemy attack)
- A + B Spin attack. (**Batman's** deadly weapon. For each use, however, **Batman** loses one unit on the life bar. If there is only one measure left, **Batman** will not lose it.)

Item use (use **SELECT** to choose):

- Control pad up + B **Batarang**—damages enemy from a distance
- Control pad up + B **Grappling hook**. Break an item above to get an object; knock down an enemy overhead; climb.

THE SCREEN OF THE CRIME



- Batman's life bar** Indicates **Batman's** strength and endurance. There are 32 sections to the life bar. When they are all gone, the game is over.
- Enemy life bar** Measures an opponent's strength and endurance. When all the sections are gone, the enemy is defeated or escapes.
- Life box counter** The extra-life boxes are hidden somewhere in the stage. If discovered, a white box mark appears. This indicates that when your life bar becomes empty, it will be restored to full capacity. A blue box mark means that it is empty.
- Items** Items are chosen by pressing the **SELECT** button. Use of items (except test tube) is accomplished by pressing up on the control pad and the **B** button at the same time.

PUT THIS IN YOUR UTILITY BELT

Earn various power-up items and weapons to aid **Batman** in his fight against the evil doers infesting **Gotham City**. Items are hidden throughout the game. Use a punch or grappling hook to get them.



Life heart (small) Returns 8 life bar sections

Life heart (large) Returns 16 life bar sections



Life box Adds an extra life

Batarang Adds four **Batarangs**
(maximum: 9)



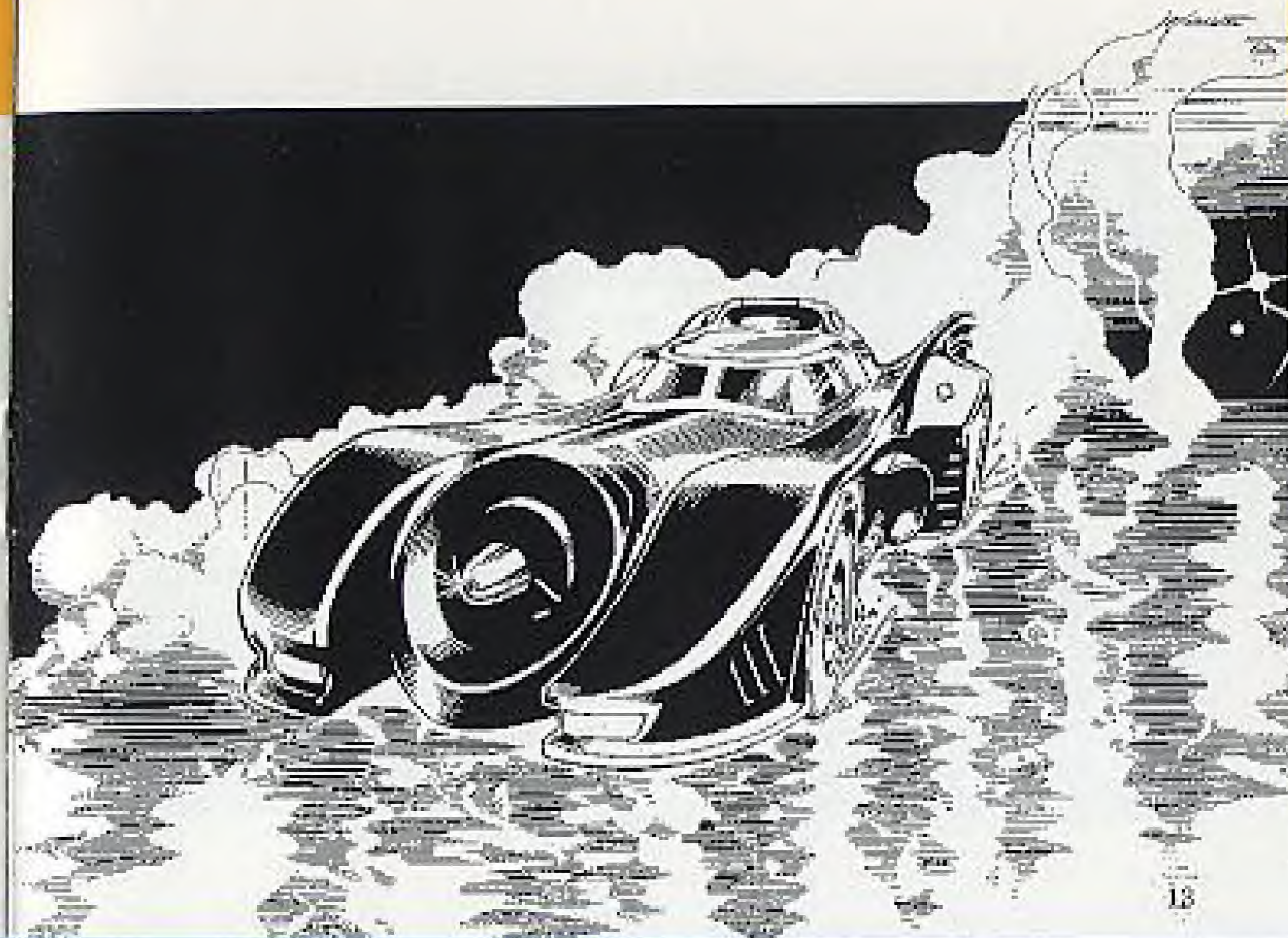
Test tube Used on **Catwoman**, it cuts her remaining life bar in half. Once you get this item, it is used automatically.



Batdisc Adds three discs for use in the **Batmobile** (maximum: 9)



Coin Adds points (Only during **Batskiboat** section)



THE STAGE IS SET FOR ACTION!

Stage 1: *Gotham Plaza*

Battle The **Red Triangle Circus Gang** in **Gotham Plaza** during the Christmas tree lighting ceremony.
Final boss: The Tattooed Strongman



Stage 2: *Shreck's Department Store*

The battle with the **Red Triangle Circus Gang** spills over into the streets of the city. And there's a new cat who wants to play.
Final Boss: Catwoman



Stage 3: *Save The Ice Princess!*

Batman is off to rescue the **Ice Princess**, whom **The Penguin** has kidnapped. It won't be easy, because **The Penguin** has left many traps!
Final boss: Swordsman & Tattooed Strongman



Stage 4: *The Circus Train*

Under orders from **The Penguin**, the Gang has kidnapped all the first-born sons of **Gotham City's** citizens, and they are trying to get away in their circus train. Can the **Batmobile** catch them?
Final boss: The Organ Grinder

Stage 5: The Penguin's Army
Chase after The Penguin's
Commandos and face-off against
The Penguin's Duck Vehicle!
Final boss: The Penguin's Duck
Vehicle



Stage 6: Arctic World
The final battle takes place in
The Penguin's hideout.
Final boss: The Penguin

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint and Tip Line:

1-900-896-HINT (4468)

- Ⓢ 70¢ per minute charge
- Ⓢ Touch tone phone required
- Ⓢ Minors must have parental permission before calling

If you experience technical problems with your *Batman™ Returns* game pak, try our Warranty Services number: (708) 215-5111.

Treat Your Konami Game Pak Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.